

REL 12.5 PROGRAM OF STUDY DESIGN AND ACCEPTANCE SYSTEM

College Code.: 818 Central Piedmont Community College
Effective Term: 2009*03 **Fall 2009**
Degree Level.: A Associate Program.....: 25 Business Technology
Area Number...: 45 Concentration: 0
Program Title.: **Simulation and Game Development**
Concentration.:
Curriculum Standard ID: 2009*03**A25450** Host College:

	Maximum Hours	Minimum Hours	Status	Entered Hours
Program Info:	76.0	64.0	APPROVED	67.0

22. Program of Study Status Date
1. CA Coordinator Approved 03/27/09
 2. EN Program of Study Entere 03/27/09
26. President's Approval Date: 03/26/09
Coordinator: HL Hilmi Lahoud

REL +12.5 GENERAL EDUCATION COURSES

	Maximum	Minimum	Status	Processed
Program Info:	76.0	64.0	APPROVED	67.0
Hours Processed...:	18.0		Reasons not Completed	
Requirement Status:	COMPLETE			

- Effect
12. Courses Required Term Title Credit
1. ENG*111 1997*02 Expository Writing 3.0

18. General Education Subject Area Selection Area Mini View
1. RESEARCH ENGLISH O One of the COMAAS 3.0
 2. COMMUNICATIONS O One of the COMAAS 3.0
 3. MATHEMATICS P Pick Cours NSMAAS 3.0
 4. HUMANITIES/FINE ARTS P Pick Cours HFAAAS 3.0
 5. SOCIAL/BEHAVIORAL SCIENCE P Pick Cours SBSAAS 3.0

RESEARCH ENGLISH
(Select a course from the following)

-
- ENG 112 1997*02 Argument-Based Research 3.0
ENG 113 1997*02 Literature-Based Research 3.0
ENG 114 1997*02 Prof Research & Reporting 3.0

COMMUNICATIONS
(Select a course from the following)

-
- COM 110 1997*02 Introduction to Communication 3.0
COM 120 2007*03 Intro Interpersonal Com 3.0
COM 231 1997*02 Public Speaking 3.0

MATHEMATICS
(Select 3.0 hours from the following courses)

-
- MAT 115 2005*02 Mathematical Models 3.0
MAT 121 2005*02 Algebra/Trigonometry I 3.0

MAT 122	2005*02 Algebra/Trigonometry II	3.0
MAT 140	2005*02 Survey of Mathematics	3.0
MAT 155	2005*02 Statistical Analysis	3.0
MAT 161	2005*02 College Algebra	3.0
MAT 171	2005*02 Precalculus Algebra	3.0
MAT 172	2000*01 Precalculus Trigonometry	3.0
MAT 175	1997*02 Precalculus	4.0
MAT 223	1997*02 Applied Calculus	3.0
MAT 271	1997*02 Calculus I	4.0
MAT 272	1997*02 Calculus II	4.0
MAT 273	1997*02 Calculus III	4.0

HUMANITIES/FINE ARTS

(Select 3.0 hours from the following courses)

ART 111	1997*02 Art Appreciation	3.0
ART 114	1997*02 Art History Survey I	3.0
ART 115	1997*02 Art History Survey II	3.0
ART 116	1997*02 Survey of American Art	3.0
ART 117	1997*02 Non-Western Art History	3.0
DAN 110	1997*02 Dance Appreciation	3.0
DAN 211	1997*02 Dance History I	3.0
DAN 212	1997*02 Dance History II	3.0
DRA 111	1997*02 Theatre Appreciation	3.0
DRA 112	1997*03 Literature of the Theatre	3.0
DRA 122	1997*03 Oral Interpretation	3.0
ENG 231	1997*02 American Literature I	3.0
ENG 232	1997*02 American Literature II	3.0
ENG 241	1997*02 British Literature I	3.0
ENG 242	1997*02 British Literature II	3.0
ENG 251	1997*02 Western World Literature I	3.0
ENG 252	1997*02 Western World Literature II	3.0
HUM 130	1997*02 Myth in Human Culture	3.0
HUM 160	1999*03 Introduction to Film	3.0
HUM 211	1997*02 Humanities I	3.0
HUM 212	1997*02 Humanities II	3.0
HUM 220	1997*02 Human Values and Meaning	3.0
MUS 110	1997*02 Music Appreciation	3.0
MUS 112	1997*02 Introduction to Jazz	3.0
MUS 210	2003*03 History of Rock Music	3.0
MUS 213	1997*02 Opera and Musical Theatre	3.0
PHI 220	1997*02 Western Philosophy I	3.0
PHI 221	1997*02 Western Philosophy II	3.0
PHI 230	1997*02 Introduction to Logic	3.0
REL 110	1997*02 World Religions	3.0
REL 111	1997*02 Eastern Religions	3.0
REL 211	1997*02 Intro to Old Testament	3.0
REL 212	1997*02 Intro to New Testament	3.0
REL 221	1997*02 Religion in America	3.0

SOCIAL/BEHAVIORAL SCIENCE

(Select 3.0 hours from the following courses)

ANT 210	1997*02	General Anthropology	3.0
ANT 220	1997*02	Cultural Anthropology	3.0
ANT 221	1997*02	Comparative Cultures	3.0
ECO 151	1997*02	Survey of Economics	3.0
ECO 251	1997*02	Prin of Microeconomics	3.0
ECO 252	1997*02	Prin of Macroeconomics	3.0
GEO 111	1997*02	World Regional Geography	3.0
HIS 111	1997*02	World Civilizations I	3.0
HIS 112	1997*02	World Civilizations II	3.0
HIS 131	1997*02	American History I	3.0
HIS 132	1997*02	American History II	3.0
POL 120	1997*02	American Government	3.0
POL 210	1997*02	Comparative Government	3.0
POL 220	1997*02	International Relations	3.0
PSY 150	1997*02	General Psychology	3.0
PSY 241	1997*02	Developmental Psych	3.0
PSY 281	1997*02	Abnormal Psychology	3.0
SOC 210	1997*02	Introduction to Sociology	3.0
SOC 213	1997*02	Sociology of the Family	3.0
SOC 225	1997*02	Social Diversity	3.0

REL 12.5 CORE COURSE MAINTENANCE

Maximum Minimum Status Processed
 Program Info: 76.0 64.0 APPROVED 67.0
 Major Hours Processed: 49.0 Reasons Major Not Complete
 Major Status: COMPLETE
 Major Minimum:
 Core Hours Processed: 30.0

Core Minimum: Effect

11. Course Required	Term	Title	Credit
1. SGD*111	2006*03	Introduction to SGD	3.0
2. SGD*112	2006*01	SGD Design	3.0
3. SGD*114	2006*01	3D Modeling	3.0
4. SGD*212	2006*01	SGD Design II	3.0
5. SGD*289	2009*03	SGD Project	3.0
6. SGD*113	2006*01	SGD Programming	3.0
7. SGD*213	2006*01	SGD Programming II	3.0
8. SGD*214	2006*01	3D Modeling II	3.0
9. SGD 232,		Survey of Game Engines	3.0
10. SGD 116,		Graphic Design Tools	3.0

REL 12.5 OTHER MAJOR COURSE MAINTENANCE

Maximum Minimum Status Processed
 Program Info: 76.0 64.0 APPROVED 67.0
 Major Hours Processed: 49.0 Reasons Major Not Complete
 Major Status: COMPLETE
 Major Minimum:
 Effect

13. Other Major Subject Area	Selection	Minimum	View
1. TECHNICAL ELECTIVES	P Pick Cours	21	

TECHNICAL ELECTIVES

(Select 21 hours from the following courses: 15 hours must be from SGD prefix; 6 hours must be none-SGD prefix)

-
- SGD 115, Physically-Based Modeling 3.0
 - SGD 117, Art for Games 3.0
 - SGD 123, Windows/Console Prog 3.0
 - SGD 124, MMO Programming 3.0
 - SGD 125, SG Artificial Intellig 3.0
 - SGD 126, SG Engine Design 3.0
 - SGD 134, SG Quality Assurance 3.0
 - SGD 135, Serious Games 3.0
 - SGD 158, SGD Business Management 3.0
 - SGD 159, SGD Production Management 3.0
 - SGD 181, Machinima 3.0
 - SGD 193 Seminar/Selected Topic 3.0
 - SGD 210, 3D Data Capture 3.0
 - SGD 215, Adv. Phys-Based Modeling 3.0
 - SGD 237, Rigging 3D Models 3.0
 - SGD 244, 3D Modeling III 3.0
 - SGD 271, Advanced Flash Programming 3.0
 - SGD 285, SG Software Engineering 3.0
 - SGD 162 2006*01 SG 3D Animation 3.0
 - SGD 164 2006*01 SG Audio/Video 3.0
 - SGD 165 2006*01 SG Character Development 3.0
 - SGD 170 2006*01 Handheld SG Programming 3.0
 - SGD 171 2006*01 Flash SG Programming 3.0
 - SGD 174 2006*01 SG Level Design 3.0
 - SGD 163 2006*01 SG Documentation 3.0
 - SGD 161 2006*01 SG Animation 3.0
 - SGD 168 2006*01 Wireless SG Programming 3.0
 - SGD 169 2006*01 Linux SG Programming 3.0
 - SGD 172 2006*01 Virtual SG Environments 3.0
 - SGD 173 2006*01 Lighting/Shading Algori 3.0
 - SGD 274 2006*01 SG Level Design II 3.0
 - SGD 167 2006*01 SG Ethics 3.0
 - CSC 153 2006*01 C# Programming 3.0
 - ART 266 Videography I 3.0
 - ART 267 Videography II 3.0
 - DES 115 Color Theory 3.0
 - ART 131 Drawing I 3.0
 - ART 283 Ceramics I 3.0
 - ART 284 Ceramics II 3.0
 - ARC 250 Survey of Architecture 3.0